

## IN THE SPECIFICATION

Page 6, lines 16-27, to page 7, line 1, please delete this paragraph and substitute the following:

The switch **206** enables up to seven different non-blocking connections to be made between connected circuits. A graphics card **208** receives instructions from a [[CPUs] CPU **201** or **202** in order to render image data and graphical user interface components on the monitor **104**. A high bandwidth SCSI bridge **209** facilitates high bandwidth communications to be made with the digital tape player **101** and the frame store **102**. An I/O bridge **210** provides input output interface circuitry for peripherals, including the graphics tablet **105**, the keyboard **106** and a network. A second SCSI bridge **211** provides interface connections with an internal hard disk drive **212**. This has a capacity of thirteen gigabytes. The second SCSI bridge **211** also provides connections to a CDROM drive **213**, from which instructions for the central processing units **201** and **202** may be installed onto the hard disk **212**.

Page 17, lines 1-12, please delete this paragraph and substitute the following:

Details of highlight processing **1002** are shown in *Figure 13*. *Figure 13* also applies to shadow processing **1003**; these two processes will be distinguished ~~diagrammatically~~ diagrammatically in *Figures 14* and *15*. At step **1301** average RGB values are computed for both the output **703** and reference **704** regions. For the output region  $R_o$ ,  $G_o$  and  $B_o$  represent the average red, green and blue values. For the reference region,  $R_r$ ,  $G_r$  and  $B_r$  represent the average pixel values. At step **1302** the average luminance is calculated for the output and reference regions.  $Y_o$  is the average luminance of the output region **703**,  $Y_r$  is the average luminance of the reference region **704**. Average luminance is determined by processing the RGB averages calculated at step **1301** in accordance with the equation for luminance  $Y'$  given at **1102** in *Figure 11*.

Page 21, lines 4-13, please delete this paragraph and substitute the following:

An illustration of the overall matching process is shown in *Figure 18*. Point **703** represents the pixel in output region **703** that has the greatest saturation. Point **704** represents the pixel in reference region **704** that has the greatest saturation. A matrix  $T$  is defined such that the saturation  $S_o$  is made equal to saturation  $S_r$ . However, only the magnitude of the vector  $S_o$  changes, not ~~[[is]]~~ its direction. The direction of the vector may change subsequently, as a result of sheer operations being applied to one or the other end of  $Y'PbPr$  color space, in accordance with highlight and or shadow processing.

Again, a matrix  $t$  in  $Y'PbPr$  color space may be defined, and converted for use on RGB data by the relation: